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### 1 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborativ research**

Full text available: pdf(4.21 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time dia are often used to obtain a better understanding of the execution of the application. The visualization tool we u Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very compl do not provide the user with the desired overview of the application. In our experience, such tools display rep occurrences of non-trivial commun ...

### 2 [Web content accessibility guidelines 1.0](#)

Wendy Chisholm, Gregg Vanderheiden, Ian Jacobs

July 2001 **interactions**, Volume 8 Issue 4

Full text available: pdf(471.98 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

### 3 [Client-server computing in mobile environments](#)

Jin Jing, Abdelsalam Sumi Helal, Ahmed Elmagarmid

June 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 2

Full text available: pdf(233.31 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Recent advances in wireless data networking and portable information appliances have engendered a new par computing, called mobile computing, in which users carrying portable devices have access to data and inform services regardless of their physical location or movement behavior. In the meantime, research addressing in access in mobile environments has proliferated. In this survey, we provide a concrete framework and categor the various way ...

**Keywords:** application adaptation, cache invalidation, caching, client/server, data dissemination, disconnecte operation, mobile applications, mobile client/server, mobile compuing, mobile data, mobility awareness, surve system application

### 4 [Constraint cascading style sheets for the Web](#)

Greg J. Badros, Alan Borning, Kim Marriott, Peter Stuckey

November 1999 **Proceedings of the 12th annual ACM symposium on User interface software and techno**

Full text available: pdf(121.80 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Cascading Style Sheets have been introduced by the W3C as a mechanism for controlling the appearance of HTML documents. In this paper, we demonstrate how constraints provide a powerful unifying formalism for declarative understanding and specifying style sheets for web documents. With constraints we can naturally and declaratively specify complex behavior such as inheritance of properties and cascading of conflicting style rules. We give a description of a constraint-based style ...

**Keywords:** CCSS, CSS, Cassowary, HTML, cascading style sheets, constraints, page layout, style sheets, web

5 Semantic interfaces and OWL tools: How to make a semantic web browser

D. A. Quan, R. Karger

May 2004 **Proceedings of the 13th international conference on World Wide Web**

Full text available:  pdf(484.00 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Two important architectural choices underlie the success of the Web: numerous, independently operated servers provide a common protocol, and a single type of client the Web browser provides point-and-click access to the content services on these decentralized servers. However, because HTML marries content and presentation into a single representation, end users are often stuck with inappropriate choices made by the Web site designer of how to interact with and view the content. RDF metadata on the ...

**Keywords:** bioinformatics, rdf, semantic web, user interface, web services

6 Innovative Document Systems: The multivalent browser: a platform for new ideas

Thomas A. Phelps, Robert Wilensky

November 2001 **Proceedings of the 2001 ACM Symposium on Document engineering**

Full text available:  pdf(188.51 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Multivalent Browser is built on a architecture that separates functionality from concrete document format. All functionality is made available via relatively small modules of code called behaviors that programmers can extend the core system. Behaviors can be as significant and powerful as parser-renderers for scanned paper, TeX DVI; as fine-grained as hyperlinks, cookies, and the disabling of menu items; and as innovative or uncommon in situ annotations, "lenses", ...

**Keywords:** annotation, architecture, digital, document, multivalent behavior, paper, scanned

7 Reducing cognitive overhead on the world wide web

Rebecca J Witt, Susan P Tyerman

January 2002 **Australian Computer Science Communications , Proceedings of the twenty-fifth Australasian conference on Computer science - Volume 4**, Volume 24 Issue 1

Full text available:  pdf(1.10 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

HyperScout, a Web application, is an intermediary between a server and a client. It intercepts a page to the client, gathers information on each link, and annotates each link with the discovered information. This paper reports development of *HyperScout var UniSA*, a development of the HyperScout model and application, that dramatically extends static and dynamic link annotations. Annotations provide the user with additional information, which to make better navigational choices ...

**Keywords:** cognitive overhead, hypertext, navigation, world wide web

8 Qualitative decision making in adaptive presentation of structured information

Ronen I. Brafman, Carmel Domshlak, Solomon E. Shimony

October 2004 **ACM Transactions on Information Systems (TOIS)**, Volume 22 Issue 4

Full text available:  pdf(6.00 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present a new approach for adaptive presentation of structured information, based on preference-based constrained optimization techniques rooted in qualitative decision-theory. In this approach, document presentation

viewed as a configuration problem whose goal is to determine the optimal presentation of a document, while into account the preferences of the content provider, viewer interaction with the browser, and, possibly, some constraints. The preferences of the conten ...

**Keywords:** Adaptive information presentation, preference representation, qualitative decision theory

## 9 The evolution of Coda

M. Satyanarayanan

May 2002

**ACM Transactions on Computer Systems (TOCS)**, Volume 20 Issue 2

Full text available:  pdf(441.35 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

Failure-resilient, scalable, and secure read-write access to shared information by mobile and static users over and wired networks is a fundamental computing challenge. In this article, we describe how the Coda file system evolved to meet this challenge through the development of mechanisms for server replication, disconnected or adaptive use of weak connectivity, isolation-only transactions, translucent caching, and opportunistic exploitation of hardware surrogates. For each ...


**Keywords:** Adaptation, Linux, UNIX, Windows, caching, conflict resolution, continuous data access, data staging, disaster recovery, disconnected operation, failure, high availability, hoarding, intermittent networks, isolation transactions, low-bandwidth networks, mobile computing, optimistic replica control, server replication, translucent cache management, weakly connected operation

## 10 CMIFed: a transportable hypermedia authoring system

Lynda Hardman, Guido van Rossum, Jack Jansen, Sjoerd Mullender

October 1994

**Proceedings of the second ACM international conference on Multimedia**

Full text available:  pdf(1.93 MB)

Additional Information: [full citation](#), [references](#), [citings](#), [index terms](#)

## 11 Tools and approaches for developing data-intensive Web applications: a survey

Piero Fraternali

September 1999

**ACM Computing Surveys (CSUR)**, Volume 31 Issue 3

Full text available:  pdf(524.80 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

The exponential growth and capillary diffusion of the Web are nurturing a novel generation of applications, characterized by a direct business-to-customer relationship. The development of such applications is a hybrid of traditional IS development and Hypermedia authoring, and challenges the existing tools and approaches for their production. This paper investigates the current situation of Web development tools, both in the commercial and research fields, by identifying and characterizing ...

**Keywords:** HTML, Intranet, WWW, application, development

## 12 Recovery guarantees for Internet applications

Roger Barga, David Lomet, German Shegalov, Gerhard Weikum

August 2004

**ACM Transactions on Internet Technology (TOIT)**, Volume 4 Issue 3

Full text available:  pdf(997.52 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Internet-based e-services require application developers to deal explicitly with failures of the underlying software components, for example web servers, servlets, browser sessions, and so forth. This complicates application programming, and may expose failures to end users. This paper presents a framework for an application-independent infrastructure that provides recovery guarantees and masks almost all system failures, thus relieving the application programmer from having to deal with these failures ...

**Keywords:** Exactly-once execution, application recovery, communication protocols, interaction contracts

### A conceptual framework for network and client adaptation

B. Badrinath, Armando Fox, Leonard Kleinrock, Gerald Popek, Peter Reiher, M. Satyanarayanan  
December 2000 **Mobile Networks and Applications**, Volume 5 Issue 4

Full text available:  pdf(218.24 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Modern networks are extremely complex, varying both statically and dynamically. This complexity and dynamism greatly increased when the network contains mobile elements. A number of researchers have proposed solutions to these problems based on dynamic adaptation to changing network conditions and application requirements. This paper summarizes the results of several such projects and extracts several important general lessons learned about data flows over difficult network conditions ...

### 14 Accordion summarization for end-game browsing on PDAs and cellular phones

Orkut Buyukkokten, Hector Garcia-Molina, Andreas Paepcke

March 2001 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available:  pdf(909.94 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We demonstrate a new browsing technique for devices with small displays such as PDAs or cellular phones. We concentrate on end-game browsing, where the user is close to or on the target page. We make browsing more efficient and easier by Accordion Summarization. In this technique the Web page is first represented as a short summary. The user can then drill down to discover relevant parts of the page. If desired, keywords can be highlighted and extracted automatically. We discuss our technique ...

**Keywords:** HTML, PDA (Personal Digital Assistant), WAP, WML, WWW (World-Wide Web)

### 15 Eclipse help system: an open source user assistance offering

Kari L. Halsted, James H. (Jamie) Roberts

October 2002 **Proceedings of the 20th annual international conference on Computer documentation**

Full text available:  pdf(365.82 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


In this paper, we discuss the theoretical and practical elements of designing an open source User Assistance (UA) System. Specifically, we introduce UCD requirements, including those to accommodate different user modes and architectures and complex document integration. We then detail how these requirements were delivered in the open source Eclipse project.

**Keywords:** eclipse user assistance, user assistance, user-centered design

### 16 Hypermedia in the Small: Fluid annotations through open hypermedia: using and extending emerging web standards

Niels Olof Bouvin, Polle T. Zellweger, Kaj Grønbaek, Jock D. Mackinlay

May 2002 **Proceedings of the eleventh international conference on World Wide Web**

Full text available:  pdf(1.24 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Fluid Documents project has developed various research prototypes that show that powerful annotation techniques based on animated typographical changes can help readers utilize annotations more effectively. Our recently-developed Fluid Open Hypermedia prototype supports the authoring and browsing of fluid annotation on third-party Web pages. This prototype is an extension of the Arakne Environment, an open hypermedia application that can augment Web pages with externally stored hypermedia ...

**Keywords:** RDF, XLink, XPointer, annotations, annotea, fluid documents, web augmentation with open hypermedia

### 17 "Powerpoint to the people": suiting the word to the audience

René Hexel, Chris Johnson, Bob Kummerfeld, Aaron Quigley

January 2004 **Proceedings of the fifth conference on Australasian user interface - Volume 28**

Full text available:  pdf(312.36 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

A computerised system supporting public presentations that are "personalised" at two levels is now possible. The system exploits context information to adapt the large-screen projected presentation on the basis of who is viewing it.


audience. Secondly, the system makes use of the display devices of individuals in the audience: these provide additional and complementary display with both content and presentation adapted to the individual. We descr architecture and issues in supporti ...

**Keywords:** adaptive user interfaces, intelligent context-aware environments

**18 Collaborative customer services using synchronous Web browser sharing**

Makoto Kobayashi, Masahide Shinozaki, Takashi Sakairi, Maroun Touma, Shahrokh Daijavad, Catherine Wolf

November 1998 **Proceedings of the 1998 ACM conference on Computer supported cooperative work**

Full text available:  pdf(1.19 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** CSCW, Weg-collaboration customer services, collaboration architecture, synchronous Web browe

**19 WME: towards a web for mathematics education**

Paul S. Wang, Norbert Kajler, Yi Zhou, Xiao Zou

August 2003 **Proceedings of the 2003 international symposium on Symbolic and algebraic computatio**

Full text available:  pdf(133.39 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Reported is an approach for *Web-based Mathematics Education* (WME). The WME framework is a distributed s that aims to create a *Web for mathematics education*. Components of the WME framework include the *Mathem Education Markup Language* (MeML) for page markup, regular Web servers to deliver pages, WME Page Proce enable common Web browsers to receive MeML pages, and a variety of WME services (mathematical and edu to supply power and interactivity to Me ...

**Keywords:** MeML, WME, education, markup, mathematics, mathematics education markup protocol, mathem education service language, web, web-based mathematics education

**20 VSPLUS: A high-level multi-user extension library for interactive VRML worlds**

Yoshiaki Araki, Sony Music Entertainment (Japan) Inc.

February 1998 **Proceedings of the third symposium on Virtual reality modeling language**

Full text available:  pdf(1.26 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

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## 21 [Evolving the browser towards a standard user interface architecture](#)

Michael J. Rees

January 2002 **Australian Computer Science Communications , Third Australasian conference on User in**  
**- Volume 7**, Volume 24 Issue 4

Full text available: pdf(857.16 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

If current trends continue, it is likely that the web browser will become the only widely used user interface. W applications will become the predominant software. Should this happen, user interface design, implementatio evaluation skills can become more focussed and effective. Some of the benefits current browser user interface provide are discussed in the context of web application tools produced by the author and supported by examp software architecture of the Web brings speci ...

**Keywords:** XML, browser user interface, user interface markup language, user interface standards

## 22 [Measurement: A high-level programming environment for packet trace anonymization and transformati](#)

Ruoming Pang, Vern Paxson

August 2003 **Proceedings of the 2003 conference on Applications, technologies, architectures, and pro**  
**for computer communications**

Full text available: pdf(251.27 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Packet traces of operational Internet traffic are invaluable to network research, but public sharing of such trac severely limited by the need to first remove all sensitive information. Current trace anonymization technology only the packet headers intact, completely stripping the contents; to our knowledge, there are no publicly ava traces of any significant size that contain packet payloads. We describe a new approach to transform and ano packet traces. Our tool provide ...

**Keywords:** anonymization, internet, measurement, network intrusion detection, packet trace, privacy, transf

## 23 [1a---Links and Navigation: Fluid annotations in an open world](#)

Polle T. Zellweger, Niels Olof Bouvin, Henning Jehøj, Jock D. Mackinlay

September 2001 **Proceedings of the twelfth ACM conference n Hypertext and Hypermedia**

Full text available: pdf(279.57 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Fluid Documents use animated typographical changes to provide a novel and appealing user experience for hy browsing and for viewing document annotations in context. This paper describes an effort to broaden the utili Fluid Documents by using the open hypermedia Arakne Environment to layer fluid annotations and links on to arbitrary HTML pages on the World Wide Web. Changes to both Fluid Documents and Arakne are required.

**Keywords:** Arakne, fluid documents, open hypermedia, web augmentation with open hypermedia

**24 Camera management: Forensic video reconstruction**

Larry Huston, Rahul Sukthankar, Jason Campbell, Padmanabhan Pillai

October 2004 **Proceedings of the ACM 2nd international workshop on Video surveillance & sensor netw**

Full text available:  [pdf\(400.66 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes an application that enables quick reconstruction of interconnected events, sparsely capturing one or more surveillance cameras. Unlike related efforts, our approach does not require indexing, advance knowledge of potential search criteria, nor a solution to the generalized object-recognition problem. Instead, we strategically combine the intelligence and skill of a human investigator with the speed and flexibility of a parallel image search engine. It exploits local storage ...

**Keywords:** active storage, interactive search, video retrieval

**25 Controlling transmission order of inline objects for effective Web page publishing**

Tadashi Nakano, Kaname Harumoto, Shinji Shimojo, Shojiro Nishio

March 2000 **Proceedings of the 2000 ACM symposium on Applied computing**

Full text available:  [pdf\(571.96 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** WWW, inline object, transmission order

**26 Brave new topics - session 1: multimedia service composition: A taxonomy for multimedia service composition**

Klara Nahrstedt, Wolf-Tilo Balke

October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**

Full text available:  [pdf\(272.55 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


The realization of multimedia systems still heavily relies on building monolithic systems that need to be reengineered for every change in the application and little of which can be reused in subsequent developments even for simple applications. Hence, building complex large scale multimedia systems is still a difficult and challenging problem. Service-based architectures, like researched in the Web community, form a possible solution to this problem: service-based paradigm decomposes complex systems into ...

**Keywords:** multimedia service composition, service-oriented architectures

**27 SUITOR: an attentive information system**

Paul P. Maglio, Rob Barrett, Christopher S. Campbell, Ted Selker

January 2000 **Proceedings of the 5th international conference on Intelligent user interfaces**

Full text available:  [pdf\(1.21 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Attentive systems pay attention to what users do so that they can attend to what users need. Such systems track user behavior, model user interests, and anticipate user desires and actions. Because the general class of attentive systems is broad—ranging from human butlers to web sites that profile users—we have focused specifically on attentive information systems, which observe user actions with information resources, model user information ...


**Keywords:** attentive systems, intelligent agents, interest tracking, multimodal input, peripheral information, modeling

**28 Tools: Multi-protocol visualization: a tool demonstration**

James Hall, Andrew Moore, Ian Pratt, Ian Leslie



August 2003 **Pr ceedings f the ACM SIGCOMM worksh p n Models, methods and tools f r repr duci network research**

Full text available:  pdf(545.64 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

This paper describes a system for the visualization of multiple protocols. The visualizer makes possible the identification of both intra and inter-protocol behaviour. This tool has become a critical resource in the develo our multi-protocol monitoring system; allowing the verification of the monitoring system, identification of new of behaviour and the easy visualization of potentially overwhelming quantities of information.

**Keywords:** HTTP, Network monitoring, TCP, multi-protocol analysis, multi-protocol visualization, network eve visualization

29 Getting it across: layout issues for kiosk systems

Jan Borchers, Oliver Deussen, Clemens Knörzer

October 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 4

Full text available:  pdf(709.40 KB)

Additional Information: [full citation](#), [abstract](#), [citing](#)s, [index terms](#)

A clear and appealing screen layout is crucial to the success of on-line kiosk systems, public terminals that ar connected to a network. This paper addresses the problem of developing such a layout, and provides several guidelines, drawn from traditional typography and Gestalt psychology as well as from hypertext authoring, an human-computer interaction. To identify how a kiosk system's primary task influences optimal layout, kiosk s are classified into four basic types. The usability of ...

30 Function-based object model towards website adaptation

Jinlin Chen, Baoyao Zhou, Jin Shi, Hongjiang Zhang, Qiu Fengwu

April 2001 **Proceedings of the tenth international conference on World Wide Web**

Full text available:  pdf(615.57 KB)

Additional Information: [full citation](#), [references](#), [citing](#)s, [index terms](#)

**Keywords:** HTML/WML conversion, content adaptation, content function, website understanding

31 The state of the art in distributed query processing

Donald Kossmann

December 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 4

Full text available:  pdf(455.39 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)s, [index terms](#)

Distributed data processing is becoming a reality. Businesses want to do it for many reasons, and they often m it in order to stay competitive. While much of the infrastructure for distributed data processing is already ther modern network technology), a number of issues make distributed data processing still a complex undertakin distributed systems can become very large, involving thousands of heterogeneous sites including PCs and ma server machines; (2) the stat ...

**Keywords:** caching, client-server databases, database application systems, dissemination-based information economic models for query processing, middleware, multitier architectures, query execution, query optimizati replication, wrappers

32 Constraints for the web

Alan Borning, Richard Lin, Kim Marriott

November 1997 **Proceedings of the fifth ACM international conference on Multimedia**

Full text available:  pdf(1.65 MB)

Additional Information: [full citation](#), [references](#), [citing](#)s, [index terms](#)

33 DistView: support for building efficient collaborative applications using replicated objects

Atul Prakash, Hyong Sop Shim

October 1994 **Proceedings of the 1994 ACM conference on Computer supported cooperative work**

Full text available:  [pdf\(1.61 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


The ability to share synchronized views of interactions with an application is critical to supporting synchronous collaboration. This paper suggests a simple synchronous collaboration paradigm in which the sharing of the user/application interactions occurs at the window level within a multi-user, multi-window application. The paradigm is incorporated in a toolkit, DistView, that allows some of the application windows to be shared at a fine-level of granularity, while still allowing ...

**Keywords:** active objects, collaboration technology, concurrency control, distributed objects, groupware, multi-user interfaces, replicated objects, shared windows

### 34 Multivalent documents

Thomas A. Phelps, Robert Wilensky

June 2000 **Communications of the ACM**, Volume 43 Issue 6



Full text available:  [pdf\(631.12 KB\)](#)  [html\(40.28 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

### 35 Towards constructive text, diagram, and layout generation for information presentation

John Bateman, Jörg Klein, Thomas Kamps, Klaus Reichenberger

September 2001 **Computational Linguistics**, Volume 27 Issue 3

Full text available:  [pdf\(3.64 MB\)](#)  [Publisher Site](#)



Additional Information: [full citation](#), [abstract](#), [references](#)

Combining elements appropriately within a coherent page layout is a well-recognized and crucial aspect of sophisticated information presentation. The precise function and nature of layout has not, however, been sufficiently addressed within computational approaches; attention is often restricted to relatively local issues of typography, text-formatting, leaving broader issues of layout unaddressed. In this paper we focus on the selection and function of layout in pages that appropriately combine ...

### 36 News on-demand for multimedia networks

Gene Miller, Greg Baber, Mark Gilliland

September 1993 **Proceedings of the first ACM international conference on Multimedia**

Full text available:  [pdf\(106.03 KB\)](#)  [ps\(1.21 MB\)](#)


Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** authoring, database, digital video, information service, messaging, networked multimedia, news, retrieval, wideband

### 37 Populating the Internet: supporting multiple users and shared applications with VRML

Wolfgang Broll

February 1997 **Proceedings of the second symposium on Virtual reality modeling language**

Full text available:  [pdf\(1.04 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** multicasting, multiuser environments, subdivision of shared virtual worlds, virtual reality modeling language (VRML)

### 38 Scalable multimedia delivery for pervasive computing

John R. Smith, Rakesh Mohan, Chung-Sheng Li

October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1)**



Full text available:  [pdf\(1.27 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

Growing numbers of pervasive devices are gaining access to the Internet and other information sources. How much of the rich multimedia content cannot be easily handled by the client devices with limited communicatio processing, storage and display capabilities. In order to improve access, we are developing a system for scala delivery of multimedia. The system uses an InfoPyramid for managing and manipulating multimedia content c of video, images, audio and text. The InfoPyr ...

### 39 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**

Full text available:  [pdf\(613.63 KB\)](#)  [html\(2.78 KB\)](#)

Additional Information: [full citation](#), [references](#), [citings](#), [index terms](#)

### 40 What is actually taking place on web sites: e-commerce lessons from web server logs

Mark Rosenstein

October 2000 **Proceedings of the 2nd ACM conference on Electronic commerce**

Full text available:  [pdf\(257.12 KB\)](#)

Additional Information: [full citation](#), [references](#), [index terms](#)

**Keywords:** case studies, graphical analysis, html, http, user interaction, visualization, web server logs

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